

DAYTONA USA

Deluxe

Windows® 95
PC CD-ROM



85062

WARNINGS

Read Before Using Your Sega Entertainment CD-ROM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on monitors or television screens while playing games on a computer may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a CD-ROM game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

HANDLING YOUR COMPACT DISC

- The PC compact disc is intended for use exclusively on IBM compatible systems with the minimum configurations as specified on the system requirements of the game purchased. Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

CHECK OUT SEGA ON THE INTERNET



GAMEPLAY ASSISTANCE

For the ultimate in insider gameplay information, Sega offers Strategy Guides for the hottest Sega titles, containing complete walk-throughs, strategies, secrets and codes. To order, call **1-888-SEGA-SALES**, visit the Sega Store @ <http://www.sega.com>, or order directly from a 900 gameplay counselor.



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Must be 18 or have parental permission.
TDD Phone required. Sega of America
Canada: 1-900-451-5252 US \$1.50/min (recorded/live)

For customer service and technical support needs, go to www.sega.com/support or call Sega at: **1-510-371-3131**

For French instructions, please call / Instructions en français, téléphoner au: **1-800-872-7342**

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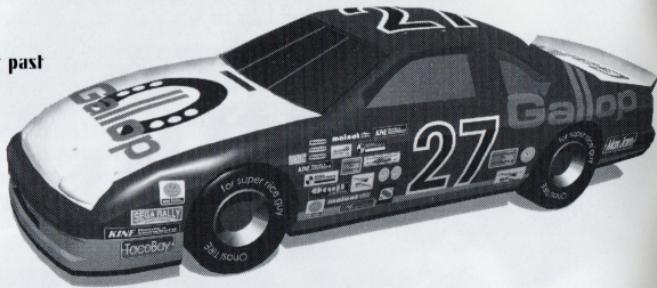
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ONE LAP TO GO

Just one more driver to get past and you'll be in the clear. You can almost feel the championship trophy in your hands. However, you know this last driver is your greatest challenge in the race. It isn't going to be easy to beat him.

Who is this guy anyway? You've been neck and neck with him since the hairpin turn on the sixth lap. You pull ahead a bit as you both take the second curve, but he has the inside lane and winds up in front as you come out into the straightaway. Let him think he's got the lead permanently. You still have a few tricks you've been saving.

You both approach the final curve, a hairpin turn which will flip your machine if you take it too fast. You let go of the accelerator and begin pressing the brakes. He brakes and heads high on the curve. Now's your chance! You're moving slower but you've got the inside track. As you come out of the curve he's still slightly ahead but there's no way he can beat you in the straightaway. It's a simple question of power, and you've got more. You gun the engine and cross the finish line in record time.



SYSTEM REQUIREMENTS

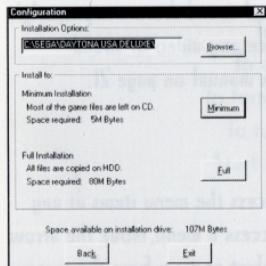
Operating system:	Windows® 95
CD-ROM:	2x (4x recommended)
Minimum CPU Type:	Pentium® class processor, 75 MHz
Memory:	16MB
Graphics:	VGA, supports 16 bit colors (8 bit required)
Sound Card:	Sound Blaster 16 or compatible
Other:	Keyboard, Joystick, Gamepad, Steering Wheel, Windows® 95 compatible peripherals. Also supports Force Feedback

STARTING UP

Daytona USA™ Deluxe runs under Windows 95 only.

To Play Daytona USA™ Deluxe under Windows 95, follow these steps:

1. Place the Daytona USA™ Deluxe CD in the CD-ROM drive, label side up. Close the tray.
2. After a few moments, a dialog box will appear, giving you a choice of options.

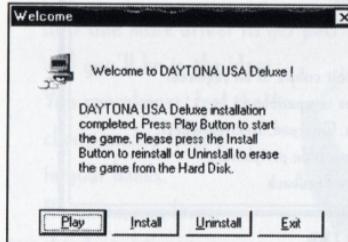


The first time you insert the Daytona USA™ Deluxe CD-ROM, the dialog box will give you the option of installing the game or exiting the program. Select INSTALL to begin the installation process. Here you can elect to perform a "Full" install (most of the program is stored to your hard drive for better performance) or perform a "Minimum" install (part of the program runs from your hard drive and the rest runs on the CD). If you do not wish to install Daytona USA™ Deluxe at this time, select CANCEL.

Under Windows 95, the Daytona USA™ Deluxe installation procedure analyzes your specific system configuration and loads the appropriate drivers for your sound card and video display card. In addition, Daytona USA™ Deluxe will create a new program group called Daytona, USA Deluxe and place the Daytona USA™ Deluxe program in that group.

WELCOME SCREEN

Here you elect to Play, (Re) Install, Uninstall and/or Exit the Daytona USA™ Deluxe program.



Once Daytona USA™ Deluxe is installed, whenever you insert the CD-ROM in the drive, you will be given the option to Play, (Re) Install, Uninstall or Cancel. Click INSTALL to Reinstall Daytona USA™ Deluxe, UNINSTALL if you wish to remove Daytona USA™ Deluxe from your system, or CANCEL to take no action. See "Using Menus," below for more information on starting or resuming games.

1. Configuration: Minimum Installation, 5 Megabytes; Normal Installation, 80 Megabytes.

2. Get Destination Path: Choosing Directory-Where you want to install game.

3. Direct X: Daytona USA™ Deluxe uses Microsoft Direct XS. If you already have Direct XS installed, choose "Do not install Direct X." (Direct X has been known to overwrite certain video and sound drivers improperly). If you do not have Direct XS installed, choose "install Direct X." If you experience any video or sound problems with Daytona USA™ Deluxe, go to the trouble shooting section of this manual on page 21.

USING MENUS

When you play Daytona USA™ Deluxe in a small window, you will be able to access the menu items at any time. In Full screen mode, you can bring up the menu bar by pressing "Alt". To access a menu, move the arrow pointer to the menu title on the menu bar and press the Left mouse button. To select an item from the menu, move the pointer down to highlight the item and click the Left mouse button. In Full screen mode pause the game by pressing "Alt" to access menus. Each menu and its options is described on the following pages:

MAIN GAME MENU

To get to Menu Structure, press "Alt".

GAME

Reset (Alt + F2): Reset the game at any time.

Restart: Restarts Race.

Load Ghost Car Data: Save Ghost Car races, load Time Attack Mode.

Exit (Alt + F4): Exit the game at any time.

TAKE CONTROL

To accelerate your car: Number Pad 0 or Button 1

To apply brakes to your car: Number Pad 1 or Button 2

To turn your car RIGHT: RIGHT Arrow or right on the D-PAD

To turn your car LEFT: LEFT Arrow or left on the D-PAD

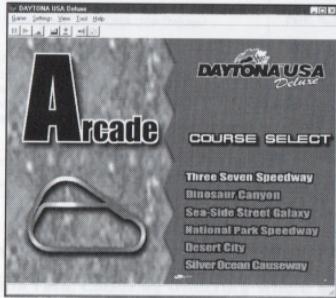
Start Button: Use ENTER Key, Button 4 or the Start Button

Change the length of your race. In FREE RACE you cannot change length, but you can in the next 3M race, or D-Pad UP or DOWN and the Enter Key to highlight.

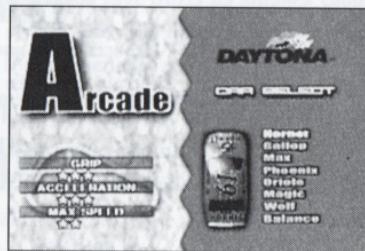
Inches ad aux fait rues aussi. I, rues més mous et rues bishate il via small. caillou to leave a FREE RACE race, across the game screen.

DAYTONA MODES

ARCADE

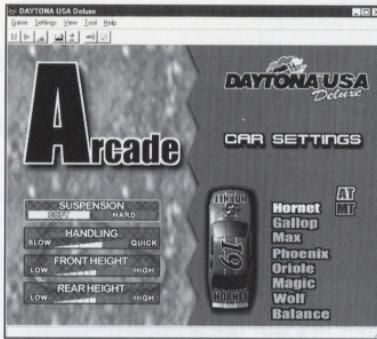


From the course select screen, choose one of 6 challenging courses including the brand new Silver Ocean Causeway. Press the Arrow Keys or D-Pad UP or DOWN to toggle between courses and Enter to choose your selection.



Car: After you select the course, choose your car. Press the Arrow Keys or D-Pad UP or DOWN to choose your car and Enter to choose your selection. Do the same for AT (Automatic Transmission) or MT (Manual Transmission). We suggest you start play using Automatic Transmission. The AT gives you time to get used to the basic controls and course layouts. Select the MT type after you have raced several times.

Note: There are 8 standard cars to choose from plus 3 hidden cars that can be earned.



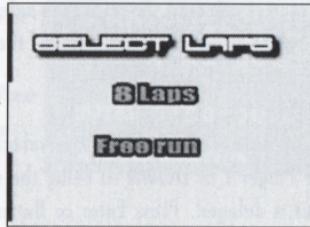
After you've chosen the car that will take you straight to the winners circle, it's time to customize your machine with the PC specific Car Settings option.

You can adjust the following car settings:

Suspension:	Soft	Hard	
Handling:	Slow	Medium	Quick
Front Height:	11 settings to choose from.		
Rear Height:	11 settings to choose from.		

TIME ATTACK

In Time Attack, select the course as you would in Arcade Mode. Both the fastest lap and best time for the course are listed. No doubt there will be new times listed after you finish the course and access this screen the next time around.



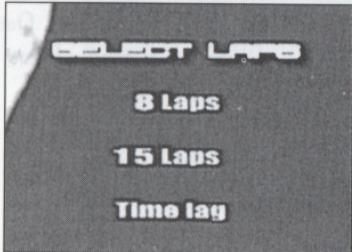
Choose the length of your run. In FREE RUN you race as many laps as desired. Press the Arrow Keys or D-Pad UP or DOWN and the Enter Key to highlight.

To leave a FREE RUN race, access the pause screen.

2 PLAYER BATTLE

Select any race that you want.

After challenging your friend, get ready for some fast-paced racing. Player 1 selects the course as in Arcade Mode. Select cars and transmission types at the same time. The same car can be chosen by both players if desired.



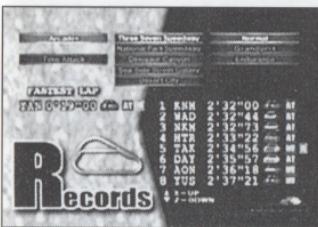
After selecting, Player 1 selects the length of the race, 8 or 15 laps. Alternatively, he or she can select a Time Lag for a head start on Player 2. Press the Arrow Key or D-Pad UP or DOWN to set the delay time, and Enter to select.

When a Time Lag race is selected, Player 1 then selects the amount of time he or she starts before Player 2. Select From 1-9 seconds. Press the Arrow Key or D-Pad UP or DOWN and Enter to select.

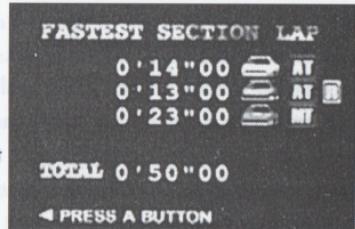
When an 8 or 15 lap race is selected, you can select to delay the start of one of the players. Press UP to delay the start of Player 1, or DOWN to delay the start of Player 2. The number indicates how many seconds the Player is delayed. Press Enter or Button 1 to confirm. Next, set the Car Boost option. Press the Arrow Key or D-Pad UP or DOWN to highlight ON or OFF. Select ON to give a boost to the engine (and thus the speed) of the slower car in the race. Press Enter or Button 1 to confirm.

RECORDS

The second best thing to setting a top time for a course is seeing your run listed in the record book. Press the Arrow Key or D-Pad UP or DOWN to toggle between Arcade and Time Attack top scores. The example below helps illustrate how to access a record.



Let's say you just ran a Grand Prix race in Dinosaur Canyon in the Arcade Mode. If Arcade is not already highlighted, press the Arrow Key or D-Pad UP or DOWN to do so. Next press the Arrow Key or D-Pad RIGHT to access the courses column, and press UP or DOWN until Dinosaur Canyon is highlighted. Press the Arrow Key or D-Pad RIGHT again to access the Game Mode type column, and UP or DOWN until Grand Prix is highlighted. Press DOWN to scroll down and UP to scroll up the list of top scores.



MULTIPLAYER

This is your connection to race up to 8 players over TCP/IP or IPX. You can race with up to 2 players over Modem or Serial Link. With Multiplayer Mode you can chat back and forth with the people you are connected to and tell them personally how badly you're going to beat them.

GAME SETTINGS

Keyboard Settings: Use (F5)

Sega racing default pre-set: There are 4 default key settings that you can choose from. Use type A, type B, type C or type D to reassign all key assignments to whatever key setting you desire.

Hit Okay to save key settings.

Hit Cancel to keep settings as they were.

Joystick Settings: Use (F6)

Choose Joystick Setting to set buttons for player 1 and player 2 joysticks or game pads.

Click the default settings button to reset the button assignments to their default settings.

Hit Okay to save key settings.

Hit Cancel to keep settings as they were.

Analog Control Settings:

Check analog steering control to get analog steering support.

Check analog gas/brake control to get analog pedal support.

Note: If you have a steering wheel or an analog joystick, you will want analog support. If you have a game pad or a digital joystick, you will not want analog support.

Hit Okay to save key settings.

Hit Cancel to keep settings as they were.



Screen Modes:

Choose Between:

320 x 240 Full Screen 8 bit color (256 colors)

320 x 240 Full Screen 16 bit color (Over 65,000 colors)

640 x 480 Full Screen 8 bit color (256 colors)

640 x 480 Full Screen 16 bit color (Over 65,000 colors)

640 x 480 Window Mode

- | |
|---------------------------------------|
| 1. 320 x 240 Full Screen 8-bit color |
| 2. 320 x 240 Full Screen 16-bit color |
| 3. 640 x 480 Full Screen 8-bit color |
| 4. 640 x 480 Full Screen 16-bit color |
| ✓ 5. Window Mode |

Display Settings:

Background Appearance: Choose between high or low detailed backgrounds.

Speed: Choose between Miles Per Hour or Kilometers Per Hour.

Interlace or Non-interlace Screen Mode: Choose between interlace or non-interlace.

Low and High Polygon Mode: High Polygon Mode has greater detail but Low Polygon Mode runs faster.

Link Game Settings:

You can have a race with up to 8 players via TCP/IP, IPX, Modem or Serial Link. Enter name, then enter the service provider (Network Protocol) you want to use.

Sound Settings:

Sound Mode Select: Choose between Mono or Stereo sound.

Tone Quality: Choose between None, Normal or High Quality tones.

Background Music: Choose the background music track for each course.

GAME OPTIONS

ARCADE

Game Mode (Normal, Grand Prix, Endurance)

Choose the length of the race with this setting. The number of laps will vary according to the course.

Difficulty (Easy, Normal, Hard)

The more difficult the game, the less time you are given to complete the lap section, and the more skilled your opponents are.

Time Compare (ON, OFF)

Select ON to have the difference between your current time and the laps best time displayed at the end of the lap section.

Console (ON, OFF)

Current/Total Laps: The current lap you are racing and the total number of laps for the race.

Section Lap: The times for the sections of the current lap.

Tachometer: This registers the rpm's for your car's engine.

Position: Your rank in the pack.

Lap Time: The lap times for the current race.

Current Speed: Your cars speed in MPH.

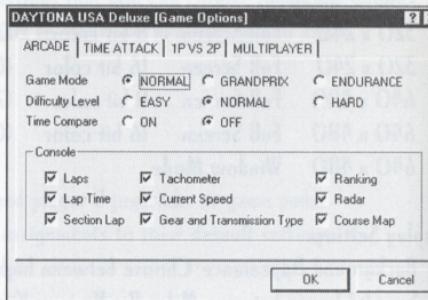
Radar: Indicates location of competing cars in your vicinity.

Gear & Transmission: Your cars current gear and transmission type.

Course Map: Your car (noted "P" for player) and the car currently in first place appear on this map.

When you pass the first place car, the "1" designation changes to a "2".

If turned off, you will not see these indicators during the race.



Time Attack

Ghost Car (ON, OFF)

When this option is enabled, should you finish in the top five of the race, your race is stored after you enter your initials on the records screen. The next time you race the same course, an image of your car racing the previous record-setting race appears. Watch where the image goes! You can get a good idea of where to race, and where to avoid.

Time Compare (ON, OFF)

This option allows you to compare your split time VS the record time for that course in Time Attack Mode. Toggle On or Off on the Console screen display.

I Player VS 2 Player

Compares Player 1's split time with Player 2's split time.

Toggle On or Off on the Console screen for Player 1 and Player 2.

Multiplayer

Toggle On or Off on the Console screen display.

Choose Okay to save settings.

Choose Cancel to leave and not save changes.

View

Toggle the toolbar On or Off for Window Mode.

Status Bar: Toggle On or Off the status bar for Window Mode.

Tool

Sound Effect Test: Go through and listen to the various sound effects offered.

Help

Help Topics: (F1) Opens up On-Line Help File.

About Box

About Daytona USA™ Deluxe.

THE RACE IS ON!

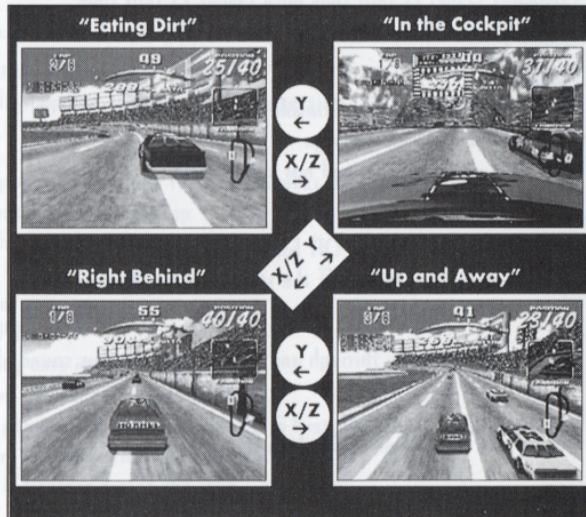
During the race, you'll need to pass the start line in the time allotted or the race is over for you. Any additional time you still have when you pass the start line is added to the next lap.

You need to watch your back and sides for your foes, who have a nasty habit of turning up the heat and bumping you around to see if you can handle the pressure. The tight turns and hairpin curves that send your car spinning and flipping should you hit the wall are even more dangerous.

Refer to Take Control! on page 6 for a list of the default controls for the game.

RACING VIEW

There are four game screen views you can select while racing. The more you press the ZOOM IN KEY, the more the game view "zooms in" on your machine. Press the VIEW?ZOOM OUT KEY repeatedly to "zoom away" from the car.



Pausing the Game

Press Enter/Start Button during game play to pause the game. Exit? then appears.

You then have one of three choices:

YES to quit game and return to the Title screen

NO to resume the game
RESTART to start again from the beginning of the race

Press the Arrow Key or the D-Pad DOWN to highlight and Start to make your selection.



The Pit

If you have been careening off cars and walls you might want to head to the Pit, where your crew is waiting to make repairs. The location of the Pit depends on the course you are racing. Head in and your crew takes care of the rest.

When the crew is finished, you can start racing again.

DAYTONA COURSES

THREE SEVEN SPEEDWAY

This is a good course to race when learning to play. It has few curves and long straightaways, giving you a chance to concentrate on learning the controls. The hairpin turn at the end is a bit tricky, so take it easy or you'll be seeing the course upside-down.

NATIONAL PARK SPEEDWAY

At this park, you face a number of challenges. The good news is that there are not too many other drivers; the bad news is that they are really good. In addition to the drivers, you face several sharp turns. About 1/3 of the way through, you need to veer to the right or you'll run right into the wall. Slippery embankments add to the fun.

DINOSAUR CANYON

They've got everything out in the desert at this track: tunnels, tight curves, and a great view of natural rock formations. Don't be distracted by the scenery though, as you need all your concentration to get through this course. Take care at the hairpin and the curve right before the Start/Finish Line. In both places there appears to be enough land even for high-speed turns. However...

SEA-SIDE STREET GALAXY

This is arguably the most challenging course in the game. You need to pay attention to direction signs and act quickly to stay on target. Try this one out slowly the first few times to get an idea of the course run. Most of the curves require very low speeds.

DESERT CITY

It's a nice day in Desert City for a race, with clear skies and a dry road. But don't let the course fool you. Towards the start of the race is a long brick wall followed by a wicked left turn. Take it easy along this entire stretch. If you head to the pit make sure you are far enough left, well away from the road divider.

SILVER OCEAN CAUSEWAY

This brand new course was built for drivers who really know their stuff. You'll fly through the seaside air through tunnels and over bridges but if you don't cut your speed nearly in half before you meet the final turn, your car won't be the only one that needs a doctor.

TOP SCORE

Did you have a fast run? Congratulations! Add your initials to the Daytona top scores list. Here's how:

Press the Arrow Key or D-Pad LEFT or RIGHT to highlight a letter.

Press Button 1 or Gas Key to select a letter

Press Button 2 or Brake Key to deselect a letter.

Press Button 1 or Gas Key when END is highlighted or Enter to enter your initials into the record book.

After entering your initials, check out the Result screen. Here the fastest times for the course are listed. Replay your race and relive the glory by pressing the Arrow Key or D-Pad LEFT to highlight YES and press Enter. Alternatively, select NO to bring up the Mode Select screen.

FROM THE VETERAN

If you are having trouble in Arcade Mode, use Time Attack mode to perfect your driving. Try Arcade mode once you feel comfortable with the course and race against the competition.

The competition is tough, but your biggest concern is the walls which line the course. Even if you have to slow down to a crawl to make it around the curve, you can make up lost time on the straightaway. It's harder to make up lost time after you crash.

There are several ways to take a curve. Three ways are listed below. Use them separately or in combination. Experiment to discover which works best in different situations.

Release the button used for acceleration

Tap the button used for brakes

Downshift (Manual transmission only)

Watch the ghost car image in Time Attack mode to get an idea of where the best parts of the track and the tight spots are.

TROUBLE SHOOTING

Question #1: Does DAYTONA USA™ DELUXE require an MMX processor, or will it work on a Pentium-class processor?

Answer: DAYTONA USA™ DELUXE will work with either an MMX processor in your computer or a native Pentium class processor without MMX. DAYTONA USA™ DELUXE also works on Cyrix or AMD brand processors.

Question #2: After installing the game, I am experiencing Video problems. What could have caused this and how can I fix it?

Answer: What most likely happened is Microsoft's Direct X overwrote your video drivers. Since . DAYTONA USA™ DELUXE uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:

- 1) Double Click on the "My Computer" icon.
- 2) Double Click on the "Control Panel" icon.
- 3) Double Click on the "Add/Remove Programs" icon.
- 4) Choose Direct X Drivers and then hit the Add/Remove Programs Button.
- 5) Click on the "Restore Display Drivers" button.

If this does not fix your video issue, you should download the latest Direct X compatible video drivers from your video card manufacturer's web site.

Here is a list of certain video cards which require special Direct X drivers to be downloaded from your video card manufacturer's web site:

1. Some ATI brand video cards

(www.atitech.com)

2) Chips and Technologies

(www.chips.com)

3. Diamond Multimedia

(www.diamondmm.com)

4. Matrox (www.matrox.com)

5. Number 9 (www.nine.com)

6. Simply the Best (www.stb.com)

7. Silicon Integrated Systems "SIS"

(www.sis.com.tw)

8. Tseng Labs

(www.tseng.com)

If you have trouble finding Direct X drivers, you can also get drivers at www.drivershq.com or www.windows95.com.

Question #3: I get sound effects, but no music during gameplay? How do I fix this?

Answer: The music in DAYTONA USA™ DELUXE is CD Audio. You should try to play tracks 2 or higher on the . DAYTONA USA™ DELUXE CD-ROM to see if your CD audio is properly set up. If you cannot hear the CD Audio under the Windows 95 CD Player (Start ButtonÆProgramsÆAccessoriesÆMultimediaÆCD Player), you need to:

- 1) Make sure that the CD Audio volume is not muted (under Windows 95 Volume Control)
- 2) Make sure that your CD-ROM drive is connected to your Sound Card

Question #4: During gameplay, I get CD Audio, but no Sound Effects. How do I fix this?

Answer:

- 1) Make sure that the Sound Effects volume is not muted (under Windows 95 Volume Control)
- 2) Direct X could have overwritten your Sound Drivers. DAYTONA USA™ DELUXE uses Direct X5, your previous drivers are backed up when it installs new drivers. One way you can restore the drivers is to:
 - 1) Double Click on the "My Computer" icon.
 - 2) Double Click on the "Control Panel" icon.
 - 3) Double Click on the "Add/Remove Programs" icon.
 - 4) Choose Direct X and then hit the Add/Remove Programs Button.
 - 5) Click on the "Restore Audio Drivers" button.

If this does not fix your sound issue, you should download the latest Direct X compatible sound drivers from your sound card manufacturer's web site. Here is a list of certain sound cards which require special Direct X drivers to be downloaded from your sound card manufacturer's web site:

1) Aztech Labs - standard in most Packard Bell computers (www.aztechca.com)

2) Crystal Semiconductor (www.crystal.com)

3) MWAVE (<http://watson.mmb.sfu.ca/new.html>)

4) OPTi (www.opti.com) or ([ftp://ftp.opti.com/pub/multimed/](http://ftp.opti.com/pub/multimed/))

5) Sound Blaster 64 AWE or Sound Blaster 32 AWE (www.soundblaster.com)

If you have trouble finding Direct X drivers, you can also get drivers at www.drivershq.com or www.windows95.com.

Question #5: I want to play a head to head network game using TCP/IP protocol, but I do not know my IP address. How do I find out my IP address?

Answer:

If you have TCP/IP installed under Network Properties, Windows 95 has a built in command called "winipcfg". Go to the Start Button, choose "Run" and then type "winipcfg" and a dialog box will appear with your IP address. The person who creates a new game should enter in the IP address of their computer and the person joining the game should enter in the IP address of the computer where the game was created.

soft bedrock, hard rock, sandstone, limestone, granite, and marble. The game features 10 tracks and 200 levels.

Question #6: I inserted the DAYTONA USA™ DELUXE CD into the drive and am getting a message: "Line 253 = COMMON..." and the game will not install - what do I do?

Answer: The solution is to download the Windows 95 CD-ROM drivers from your CD-ROM drive either from your CD-ROM manufacturer or from www.windows95.com.

Question #7: How can I optimize DAYTONA USA™ DELUXE to run faster on my PC?

Answer: We have included several PC specific options to allow you to get the best performance possible on the PC. Some ways of making DAYTONA USA™ DELUXE run faster are:

- 1) Make sure you have the proper Direct X video drivers - this is the #1 cause of slow down. (See answer to Question #2)
- 2) Make sure all other programs are closed or disabled.
- 3) Try playing with low detailed background and stage textures.
- 4) Try playing in quarter screen mode.
- 5) Try playing in low resolution or 256 colors.

Question #8: I am having trouble hooking up my gamepad/joystick. What do I need to do?

Answer: DAYTONA USA™ DELUXE uses Direct Input, so all you should need to do is properly configure and calibrate your joystick/gamepad under the Joystick icon in the Windows 95 control panel. Once you have done this, DAYTONA USA™ DELUXE, go to the Options Menu in the menubar and choose "Device Settings." Choose the input method you want to use "Keyboard, Joystick and Keyboard, 2 Joysticks, Microsoft Sidewinder (both Player 1 and Player 2 can play head to head with MS Sidewinder gamepads), etc. If you have a steering wheel make sure you have the "Analog Steering" option selected in the Options Menu in the Menu Bar.

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KOZU Akira

Assistant Producer
HIGUCHI Takako

Lead Programmer
OKAMOTO Hiroshi

Programmers
KAKINUMA Terubiko
TAKAHASHI Tomonobu

TAKASHIMA Kei
TSUKUDA Koue

SUZUKI Yasuhiro
HAGISHITA Masato

SAWADA Hajime
WARAMA Naohiro

HASUOKA Kazuhisa
SANO Outa

Lead Artist
TANAKA Tomoharu

Artist
OGATA Osamu
HONMA Tomokazu

Music & Remix
SENOUE Jun
Richard Jacques
TOKOI Kenichi
SAWADA Tomonori

Sound Effects
KOZAKI Tatsuya

Vocal

Vocals for "SONS OF ANGELS" and "THE AMERICAN DREAM" performed by Eric Martin*

Lyrics for "SONS OF ANGELS" and "THE AMERICAN DREAM" written by Eric Martin and Andre Pessis.

Back Ground Vocals

Eric Martin and Gary Cirimelli

***Eric Martin appears courtesy of Atlantic Recording Corporation.**

Manager (Manual)
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NAKAMURA Atsuhiko and AM 2 DAYTONA USA

Staff

Editors (Manual)
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OSAWA Hiroki

Designer (Manual)
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Supervisor
NAGOSHI Toshihiro

Special Thanks To
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KINEMURA Shiro
WADA Akihito
NAKAGAWA Toru
TAKAHASHI Atsutoshi
TAKANO Noriyuki
ISE Susumu
TAKAHASHI Yoshihito
SUZUKI Makiko
TATSUO Sanae
AKABANE Takehiko
OHASHI Osamu

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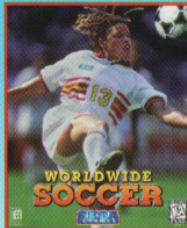
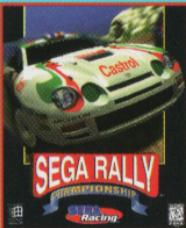
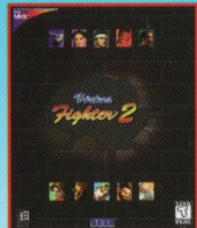
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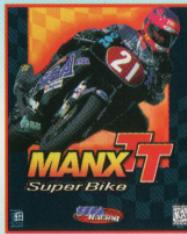


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